When putting together a large project like *Truth & Justice*, it's easy to make mistakes.

Atomic Sock Monkey Press is no different. However, the Monkey King has resolved to do what he can to correct problems on an ongoing basis.

The Plan (tm): Collect all errata into a single place (this errata document) and publish it on a regular schedule. Permission is granted to print this document for personal and non-commercial use.

ASMP republished a corrected version of the PDF file of *Truth & Justice*. This "2nd Printing" -- and the link to this errata sheet -- was provided to all purchasers of the PDF of the game for free.

For customers who had bought a Print on Demand (PoD) copy previous to October 13, 2005, things were slightly different. Those PoD purchasers got a copy of the "new" PDF and link to this errata sheet. However, they did *not* receive a new copy of the hardcopy book. (On the other hand, the "first printing" PoDs of *Truth & Justice* are now *collector's editions* -- there were only 60 copies sold, and no more will ever be!)

Errata for the 2nd Printing – and the 3rd Printing through distribution and retail outlets (i.e., for customers who purchased a copy of the book from their Friendly Local Game Store after May 2006) appears in a separate table below the first.

This errata document is available from the ASMP website on the *Truth & Justice* webpage at:

http://www.atomicsockmonkey.com/products/tj.asp

If you find any errors in *Truth & Justice* not listed in this document, please drop us an email. Please place the tag **[ERRATA]** in the Subject line; give us the Chapter, Page, and Section where the error occurs; and -- of course -- the error itself. Errata can be sent to the following address:

monkeyking@atomicsockmonkey.com

Thank you!

Special Thanks to Chuck75, Robert Barrett, Andrew Byers, Fred Furtado, Chuk Goodin, Darren Hill, David Kapell, Kenyon, James Myers, Jason Puckett, John Taber, Jon Woodward, and everyone else who has provided errata for this game.

PoD First Printing (blank title page)

Chapter	Page	Section	Errata
1	n/a	[vignettes]	Linespacing on vignettes (0/0) should be (0/6).
1	2	Heroism	Under *Expertise & Drive*, "at worse" should be "at worst".
2	21	Conflict Situations	In the second paragraph, the first sentence should read: "In abstract conflicts that would be dull to play out in turns or need to be resolved quickly (running a footrace, beating a lock, playing chess), the characters involved..." A new paragraph starts between the end of that paragraph and the Examples: "For detailed conflicts that would be fun to play out in turns (combat, car chases, running gun battles), only the *defender* takes damage if he loses the conflict roll -- see Chapter 5, *Super-Conflict*, for further details." Lastly, Example 1 should become Example 2, and Example 2 become Example 1, to match the order of abstract and detailed conflict in the above text.

Chapter	Page	Section	Errata
2	23	Basic Damage	In the first paragraph, the second sentence should read: "Examples here include not just combat, but also *environmental damage* taken by running through fire, falling off a roof, or beginning to drown."
2	24	Story Hooks	In the second paragraph, first sentence, "(and the ability they choose when they need to zero out)," should be deleted, as the next sentence addresses the same point.
3	28	Powers	In the Manticore example, he should be picking option F. This would represent 24 points to purchase 12 Quality Ranks. The Ranks of *Armored Costume*, *Scary Bastard*, and *Scorpion Gauntlets* should all be Expert [+4].
3	29	Example Character 2	In the second paragraph, the *Acrobatic Dodge* and *Tiger Claw* Stunts should be Expert Rank.
3	30	Gaining Hero Points	Omitted text: "6. By converting a MAX point into a Hero Point."
3	31	Manticore	The Ranks of *Armored Costume*, *Scary Bastard*, and *Scorpion Gauntlets* should all be Expert [+4].
3	31	Manticore	*Powers* section should read "None (six Average [0] Powers all taken as Intense Training; 24 points for Qualities." to match the textbox on page 28.
3	31	Heroic Actions	"and number of people affected by of the situation" should be "and number of people affected by the situation."
4	37	Quasi-Powers	"use the Basic Time, Range, and Speed from Chapter 1" should be "use the Basic Time, Range, and Speed from Chapter 2".
4	41	Flight	"Most flyers cannot fly about 14,000 feet" should be "Most flyers cannot fly above 14,000 feet".
4	44	Luck Control	For clarity, Luck Control permits a number of *probability changes* per scene equal to MOD. A probability change can be represented mechanically by an Upshift or a Downshift, or narratively by a serendipitous or calamitous effect.
4	48	Sizeshifting	"Characters who get smaller harder to see and harder to hit" should be "Characters who get smaller are harder to see and harder to hit".
4	49	Super-Gadgets	"GMs should also see *Chapter 3*..." should be "GMs should also see *Chapter 6*..."
4	51	Super-Sidekick	In the example, PTR-1's Weakness should be "Robot" instead of "Takes Everything Literally." (Since a Weakness of Robot encompasses that sort of literalism, and also includes all sorts of "curse my metal body!" type deficiencies.)
4	51	Super-Speed	In the example, change "a dozen" to "a score". Also, "Victor has 3 actions per Turn" should be "Victor has 5 actions per Turn".

Chapter	Page	Section	Errata
4	**52**	**Super-Vehicle**	"A Super-Vehicle has a basic Average [0] Quality of whatever type of vehicle it is..." should be "A Super-Vehicle has a basic Quality Rank equal to the Rank of the Power slot the character uses for it, for whatever type of vehicle it is..."
4	**53**	**Vehicle**	"A Vehicle has a basic Average [0] Quality of whatever type of vehicle it is..." should be "A Vehicle has a basic Quality Rank equal to the Rank of the Quality slot the character uses for it, for whatever type of vehicle it is..."
4	**55**	**Shifty Business**	In third paragraph of the textbox, "the attack add the MOD" should be the "attack adds the MOD".
5	**60**	**A Question of Scale**	In the third paragraph, "this redefining a conflict situation" should be "this redefining of a conflict situation"
5	**61**	**"Armor-Like" Abilities in Combat**	In the first paragraph, the text "see boxed text, *Time in Conflict*" should be replace with "see *Basic Time*, p. 18".
5	**62**	**Knocked Around & Collateral Damage**	In the second paragraph, "massive property damage happens (see [...], p.11) happens", the second "happens" should be deleted.
5	**63**	**Lamp-Posts & Lamborghinis**	*N.B. for clarity*: In the example, since Bob Brick has Super-Strength and American Ranger has Invulnerability, they are both operating on the super-scale. If Brick was attacking a normal-scale target, he'd get the Upshift on his attack as shown here. If the attack were successful, he'd add 7 Damage Ranks for using his Super-Strength, plus +2 Ranks from the Upshift for using the lamp-post, for a total of +9 to damage. This would result in 10 Damage Ranks to the normal-scale target.
5	**64**	**Super-Conflict Example**	Right column, near bottom ("**GM**: Let's roll..."). Since Brick has only Average [0] Super-Strength, he should not be getting a +2 to his roll. Alter the die results to 4 and 5 so that the math works out.
			Immediately after this, Snow Owl adds 2 to his roll as well, despite only having Average [0] Flight. Suffice to say, he should not be getting any bonus either. Alter his die results to "Two 4s is 8. He gets me."
5	**65**	**Super-Conflict Example**	Left column, near bottom. Bob Brick has ripped up a HVAC unit, and thrown it at Snow Owl. After the GM says "and wings it at you", insert the following parenthetical comment: "(considers giving Brick an Upshift for the improvised weapon, but decides against doing so in order to give the Owl a fighting chance)".
			After Snow Owl dodges, when the GM says "Roll for defense", Brick again should not be getting a plus 2 for his Average [0] Super-Strength. Alter the die results to 3 and 5 so that the math works out.
5	**66**	**Super-Conflict Example**	Last line: "roll 1d6 for lost Ranks" should be "roll 2d6 for lost Ranks".
6	**75**	**The Splash Page**	"an shocking event" should be "any shocking event".

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TRUTH & JUSTICE

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Errata
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Chapter	Page	Section	Errata
6	81	**Ultrawoman**	Ultrawoman's Stunt should read: "*Clearsight* (Precognition Spin-off; Poor [-2], 1 HP; see through objects)"
7	84	**Do You Believe in Magic?**	"superpowers tend come" should be "superpowers tend to come".
7	88	**Zebediah Herbert**	"tends to be good for some of people in Drakesville" should be "tends to be good for some of the people in Drakesville"
8	98	**Lionheart Industries**	"Lagrane point L5" should be "Lagrange point L5".
8	100	**Running *SuperCorps***	"If someone could it themselves" should be "If someone could do it themselves".
8	102	**First Staff Meeting: Agenda**	"forth" should be "fourth"
8	102	**Autonomy & Code of Conduct**	"to purse" should be "to pursue"
9	108	**Cosmic Subroutine**	"Surpassing limitations, freedom, and the nature of the way things are they way they are worthy of pursuing" should be "Surpassing limitations and fighting for freedom are the most worthy of pursuits"
9	109	**Bill Fisk**	"Good [+4] Dad" should be "Good [+2] Dad".
9	110	**Evil Amp-Weilders** *[sic]*	Boxtitle should read "Evil Amp-Wielders". Also, in the second paragraph, "But all Amp-wielders, Light and Dark, can recognize each other at a Good [9] Difficulty Rank" should read "Amp-Wielders, Light and Dark, can recognize an Amp-wielder on the opposite side at a Good [9] Difficulty Rank".
10	n/a	n/a	Should be added to Bibliography; however, due to text flow and pagination issues, this may appear in the Introduction of the reprint. ☐ *FATE: Fantastic Adventures in Tabletop Entertainment*, **by Fred Hicks and Rob Donoghue.** (Evil Hat Productions) Wonderful, free, FUDGE-based system from a pair of great guys. While developed independently from (and in parallel to) the *PDQ System*, I did read *FATE* during the development of *T&J*. I'm sure that there was some cross-pollination, most probably around Hero Point aspects.
10	n/a	n/a	Throughout, "Warner Brothers" should be changed to "Warner Bros."

PoD 2ND PRINTING & 3RD PRINTING FOR DISTRIBUTION (NOTED ON BOTTOM OF TITLE PAGE))

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